



Haverhill Pool

9-Ball Pool Sunday League Rules

1. General

- 1.1. The aim of this league is to promote and encourage participation in the game of 9-Ball pool for teams in and around the Haverhill area.
- 1.2. The intention of this document is to describe the building blocks from where the league rules and format can be published.
- 1.3. All matches will be played to the rules which can be found online [here](#) and are included at the end of this document.
- 1.4. Matches will be played on Sunday evenings, starting at 7:30pm at venues to be advised by the interested parties.
- 1.5. 9 Ball pool is intended to be enjoyable, simple and fast. These core values should be considered by all involved at all times.
- 1.6. Fixtures, results, cup draws, league tables and all other relevant documentation will be distributed via the Haverhill Pool League website (www.haverhillpool.co.uk) and the Haverhill Pool League Facebook group (www.facebook.com/HaverhillPoolLeague/)
- 1.7. Owing to the nature of the rules of this game, there are often scenarios where balls need to be retrieved from the table control mechanism and replaced on the playing surface. Players should not be expected to pay for the use of the table at any times during a league event.¹

2. Equipment

- 2.1. The minimum equipment to be provided by each team or venue includes a standard English 8-Ball pool table (6' or 7' size), a set of 'spots and stripes' pool balls and a racking frame.

3. Match Format

- 3.1. The minimum number of players required for a team will be 4, with no maximum limit.
- 3.2. Doubles matches will be of the 'Scotch' style.²
- 3.3. Coaching will be allowed at all times.³
- 3.4. League and cup matches will be played over the best of 13 frames in the following order:
 - a. Team frame – all players present for each team play one frame where each player takes a shot in turn.⁴
 - b. 4 singles, where players are drawn against each other from a hat.
 - c. 2 doubles, where pairs are drawn from a hat and also drawn against each other from a hat.

¹ All potential teams are encouraged to discuss and make arrangements for this with their chosen venue managers prior to engagement with the league.

² Alternate shots, the same as we do in Thursday league doubles.

³ This is intended to help players to get used to the rules in the early versions of this league. It is entirely that this rule will be reverted to formal coaching rules at a point in the future where people have got used to them.

⁴ Care should be taken to avoid playing out of turn (which would be considered a foul/scratch) – with this in mind, teams would be encouraged to line their players up in their playing order along each side of the table, to encourage team support and reduce confusion regarding whose shot it is next.

- d. 4 singles, Captain's choice.
 - e. 2 doubles, Captain's choice.
- 3.5. There will be no 'draw' result in any events.
- 3.6. Breaking order will be alternate between the 2 teams in all events, with a Captain's lag at the start of the fixture to decide on the breaker for the 1st frame.⁵
- 3.7. There will be no 'wildcard' scenario. If a team is short of players for a fixture, they must forfeit the appropriate frames.
- 3.8. The 'shot-clock' will not be used.⁶

4. League Format

- 4.1. Entry into the league will be at a cost of £25 per team.
- 4.2. The league's intention is to be non-profit making so in general, all revenue gained will be distributed back to players in prizes at the end of each season, unless the league requires legitimate expenses to further the running of the league.
- 4.3. League points will be awarded:
- a. 1 point for a home win,
 - b. 2 points for an away win, and
 - c. 3 points for a neutral table win.
- 4.4. The league will comprise initially of a straight knock out cup (draw only the 1st round) and a three leg league format – home, away and neutral venues.⁷
- 4.5. The league will be run at least once, and no more than twice a year.⁸

5. Future Considerations...

- 5.1. Include Singles and Doubles events.
- 5.2. Add rankings list.

⁵ Nearest the Baulk cushion wins the lag. Hitting any jaw or any cushions other than the top and bottom rails is an automatic loss of lag.

⁶ In many televised 9-Ball pool events, players are allowed 30 seconds to complete each shot. This rule will take serious consideration for inclusion once players have got used to the playing rules.

⁷ This may not be entirely possible based on the number of teams and venues that participate, but we will try to make it happen this way if possible.

⁸ The dates of the league are to be decided based on the number of interested teams, but are most likely to be primarily over the summer months (Summer League) and maybe also a Winter League depending on interest and numbers.

Official BCA 9 Ball Rules

[World Standardized Rules 1995]

Except when clearly contradicted by these additional rules, the General Rules of Pocket Billiards apply.

1. **OBJECT OF THE GAME.** Nine Ball is played with nine object balls numbered one through nine and a cue ball. On each shot the first ball the cue ball contacts must be the lowest-numbered ball on the table, but the balls need not be pocketed in order. If a player pockets any ball on a legal shot, he remains at the table for another shot, and continues until he misses, fouls, or wins the game by pocketing the 9-ball. After a miss, the incoming player must shoot from the position left by the previous player, but after any foul the incoming player may start with the cue ball anywhere on the table. Players are not required to call any shot. A match ends when one of the players has won the required number of games.
2. **RACKING THE BALLS.** The object balls are racked in a diamond shape, with the one ball at the top of the diamond and on the foot spot, the nine ball in the center of the diamond, and the other balls in random order, racked as tightly as possible. The game begins with cue ball in hand behind the head string.
3. **LEGAL BREAK SHOT.** The rules governing the break shot are the same as for other shots except: a. The breaker must strike the 1-ball first and either pocket a ball or drive at least four numbered balls to the rail. b. If the cue ball is pocketed or driven off the table, or the requirements of the opening break are not met, it is a foul, and the incoming player has cue ball in hand anywhere on the table. c. If on the break shot, the breaker causes an object ball to jump off the table, it is a foul and the incoming player has cue ball in hand anywhere on the table. The object ball is not respotted (exception: if the object ball is the 9-ball, it is respotted).
4. **CONTINUING PLAY.** On the shot immediately following a legal break, the shooter may play a "push out." (See Rule 5.). If the breaker pockets one or more balls on a legal break, he continues to shoot until he misses, fouls, or wins the game. If the player misses or fouls, the other player begins his inning and shoots until he misses, fouls, or wins. The game ends when the nine ball is pocketed on a legal shot, or the game is forfeited for a serious infraction of the rules.
5. **PUSH OUT.** The player who shoots the shot immediately after a legal break may play a push out in an attempt to move the cue ball into a better position for the option that follows. On a push out, the cue ball is not required to contact any object ball nor any rail, but all other foul rules still apply. The player must announce his intention of playing a push out before the shot, or the shot is considered to be a normal shot. Any ball pocketed on a push out does not count and remains pocketed except the 9-ball. Following a legal push out, the incoming player is permitted to shoot from that position or to pass the shot back to the player who pushed out. A push out is not considered to be a foul as long as no rule (except rules 7. and 8.) is violated. An illegal push out is penalized according to the type of foul committed. After a player scratches on the break shot, the incoming player cannot play a push out.
6. **FOULS.** When a player commits a foul, he must relinquish his run at the table and no balls pocketed on the foul shot are respotted (exception: if a pocketed ball is the 9-ball, it is respotted). The incoming player is awarded ball in hand; prior to his first shot he may place the cue ball anywhere on the table. If a player commits several fouls on one shot, they are counted as only one foul.
7. **BAD HIT.** If the first object ball contacted by the cue ball is not the lowest-numbered ball on the table, the shot is foul.
8. **NO RAIL.** If no object ball is pocketed, failure to drive the cue ball or any numbered ball to a rail after the cue ball contacts the object ball on is a foul.
9. **IN HAND.** When the cue ball is in hand, the player may place the cue ball anywhere on the bed of the table, except in contact with an object ball. He may continue to adjust the position of the cue ball until he takes a shot.
10. **OBJECT BALLS JUMPED OFF THE TABLE.** An unpocketed ball is considered to be driven off the table if it comes to rest other than on the bed of the table. It is a foul to drive an object ball off the table. The jumped object ball(s) is not respotted (exception: if the object ball is the 9-ball, it is respotted) and play continues.
11. **JUMP AND MASSE SHOT FOUL.** If a match is not refereed, it will be considered a cue ball foul if during an attempt to jump, curve or masse the cue ball over or around an impeding numbered ball, the impeding ball moves (regardless of whether it was moved by a hand, cue stick follow-through or bridge).

12. **THREE CONSECUTIVE FOULS.** If a player fouls three consecutive times on three successive shots without making an intervening legal shot, he loses the game. The three fouls must occur in one game. The warning must be given between the second and third fouls. A player's inning begins when it is legal for him to take a shot and ends at the end of a shot on which he misses, fouls or wins, or when he fouls between shots.
13. **END OF GAME.** A game starts as soon as the cue ball crosses over the head string on the opening break. The 1-ball must be legally contacted on the break shot. The game ends at the end of a legal shot which pockets the 9-ball; or when a player forfeits the game as the result of a foul.

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